

Shabbir Abedi

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EDUCATION

York University - Honours Computer Science, B.S. (3.5 GPA)

2021 - 2025

Relevant Courses: Intro. to Object Oriented Programming (A+), Discrete Math (A), Advanced Object-Oriented Programming (A), Data Structures and Algorithms (in progress)

SIDE PROJECTS

Customer Database API | *Java, Spring Boot, PostgreSQL, Postman*

- Developed a customer database using Java Spring Boot and REST architecture
- Implemented CRUD functionality using GET, POST, PUT, DELETE methods
- Utilized Postman to test endpoints and verify correct functionality
- Designed and implemented error handling for invalid user input
- Utilized a multi-layer architecture with a controller, service, and repository layer
- Stored and retrieved customer data in PostgreSQL database

Movie and TV Search Website | *JavaScript, HTML5, CSS3, Online Movie Database API*

- Retrieves JSON information using a movie database API and displays it to the user based on their search parameters
- Up to 5 top results are shown after user input
- Each result displays an image, content type, year of release, end year (if applicable), running time and up to three cast members (all retrieved from the API)

Personal Portfolio | *JavaScript, HTML5, CSS3, SCSS, FormSubmit API*

- Created a website to display my resume and side projects and to showcase my web development skills
- Website features a dark and light mode depending on the user's preference
- Used a variety of transitions and SASS styling to create a user-friendly website
- Contact form under the "Contact Me" section using FormSubmit API
- Website is fully responsive to a variety of screen sizes

Underwatch (text-based game) | *Java*

- Developed a text-based game that implements OOP fundamentals such as inheritance, polymorphism, encapsulation, and data abstraction
- After creating a gamertag, the user chooses one of the four characters to play as. Those characters have their own attacks and ultimate abilities written in their class, but they also have attributes determined by their parent class (either the robot class or human class)

Food Journal | *Java, Android Studio*

- Built with OOP fundamentals in mind with a mobile GUI for users to interact with
- Created a passcode page using a GitHub library to allow for security
- Users can add and delete entries to both the food and exercise journal that are available on different fragments. They can also add and delete information to the to-do section of the app.
- Food and exercise journal entries are created as different objects to display their respective information to the user in the view pages

TECHNICAL SKILLS

Languages | JavaScript, HTML5, CSS3, SCSS, Python, Java, C, SQL

Tools and Frameworks | Git, Android Studio, Spring Boot, PostgreSQL, Postman, JUnit 5